BATTLE OF THE
PLANETS

OPERATING MANUAL

MIKRO-GEN

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ZOLTAR has declared Galactic war in your universe, which consists of five planetary systems which are:

1. XENATH
2. ELIAS
3. HORAF
4. OLIXAL
5. PETE

Alien space craft surround each planet and after a certain time lapse they will land on the planet and destroy the Civilization/Life of that planet.

Your performance in space will limit the amount of alien craft landing on the planet in that system.

On the planets you will repair and fuel ships that you may dock with in order to replenish and repair your space craft.

Your space craft is equipped with a laser system, neutron torpedoes and a long range scanner. The long range scanner has three main indicators that appear on the screen edge's.

⬤	HYPER SPACE GATE
⬤	ALIEN SPACE CRAFT
O	PLANETS

Also there are two other symbols displayed on the screen these are:

✖	NAVIGATION CURSOR/ LASER SIGHTS
⌐ ⌐	NEUTRON TORPEDO SIGHTS

Whilst on the planet the long range scanner will show the repair ships by a spanner and wrench symbol and the fuel ships by a fuel can symbol.

Navigating your ship through a Hyperspace Gate will enable you to jump to other planetary systems.

In order to intercept either the hyperspace gate, alien space craft or one of the planets move the navigation cursor/laser sights via the directional controls towards the craft in that direction.

When an alien space craft is located, the navigation cursor/laser sight enables you to direct your laser fire.

Excessive use of your laser system will cause a system failure until the temperature falls to an acceptable reading.

The remaining energy of the laser system is indicated by the cell reading. Both the laser temperature indication and cell readings are available on status screen 5.

Status screen 4 provides details of your neutron torpedo armament.

Planet data on status screen 3 reports on the Landers (Alien space that have landed) and the amount of planetary life still remaining, which will decrease and will eventually be completely annihilated unless you locate the landers and destroy them. If you fail to do this the planet will be destroyed. THIS WILL RESULT IN YOUR OWN DESTRUCTION.

When you wish to leave a planet increase your thrust and head your ship upwards by use of the navigation cursor/laser sights.

Status screen 2 gives details of your power unit, which comprises of fuel level, thrust and power unit temperature. Excessive thrust will cause your power unit to overheat and an automatic cutout will overide your thrust unit until

the temperature returns to an acceptable
level.

Your shield level is indicated on
status screen 1. Left Right and Forward
shields are all indicated.

The bottom right of the screen displays
all these status indicators and to the right
of each is a global indicator that will
show green if levels are acceptable, amber
if levels are falling and red if the situation
is becoming critical. Final impending
disaster will be indicated by the red
indications flashing.

GAME PLAYING TIPS

As you progressively gain more experience
you will be able to judge the alien craft
speed, some move slowly, other are so
fast that you may run the risk of over-
heating your power unit. If your laser
unit becomes overheated you may select
your neutron torpedoes to defend your-
self, but this armament is limited. The
neutron torpedoes may be dynamically
homed on to the target, but some alien
craft have sensors that can detect this
and will automatically take avoiding action.
All alien craft will react and change

direction if you successively score a hit upon them.

The number of hits required will depend on their own status condition some will be destroyed very easily others may take many hits before being destroyed.

You will find it to your advantage to monitor your shield status at regular intervals if you completely lose one of your shields you can still survive in a battle by turning the part of your craft with the greatest shield status to face the alien craft. The forward shield is generally the strongest part of your defense system.

Be careful not to land on a planet that is about to be destroyed, it may be preferable to seek a hyperspace gate to rearm and refuel from some other planet.

It is up to you to find the correct balance of all the above information and of course your skill is the most important factor.

If you manage to record a high score don't forget to inform Mikro-Gen on (0344) 427317 of your high score and code. The latest high score will be announced on (0344) 485339

Good luck and who knows we may meet you at the next National Computer Games Championship.

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